

Lucky Derby Casino

Poker Games

Texas Hold Em

The best possible five-card poker hand, using any combination of personal cards and community cards, wins the pot. In Hold Em, all players receive two down cards as their personal hand, after which there is a round of betting. Three board cards are turned simultaneously (called the "flop") face up and another round of betting occurs. The next two board cards are turned one at a time face up, with a round of betting after each card. The board cards are community cards, and after the final round of betting, a player may use any five-card combination from among the board and personal cards. A player may even use all of the board cards and no personal cards to form a hand. This is called "playing the board." Hold Em uses a standard 52-card deck and a flat disk called a dealer button to indicate the player who is in the dealer position for that hand (even though a non-playing casino employee actually deals). The dealer button rotates clockwise. The player with the dealer button is last to receive cards on the initial deal and has the right of last action after the first betting round.

Omaha Hi/Lo Split (8 Or Better)

Similar to Hold Em, however each player is dealt four hole cards face down. Five community cards are then dealt face up in the center of the table (as in Hold Em) to be used by all players. Players must use exactly two cards from their four personal cards and three community cards to make the best five-card poker hand. The best high hand and the best low hand, using a qualifier of eight or better, split the pot. If no one has an eight or better for low, the high hand wins the entire pot. Players use one combination of cards to make a high hand and the same or another combination to make a low hand, as long as each hand uses exactly two personal cards and three community cards. Betting is done as in Hold Em. Ace can be used as High or Low. The best possible low is A-2-3-4-5 (wheel). No wrap around straights.

Ranking Of Hands

- 1) **STRAIGHT FLUSH** – Five cards of the same suit in sequence. An ace-high straight flush is called a "Royal Flush."
- 2) **FOUR OF A KIND** – Four cards of the same rank.
- 3) **FULL HOUSE** – Three cards of the same rank and two cards of the same rank.
- 4) **FLUSH** – Five cards of the same suit.
- 5) **STRAIGHT** – Five cards in sequence.
- 6) **THREE OF A KIND** – Three cards of the same rank.
- 7) **TWO PAIR** – Two cards of the same rank and two other cards of the same rank.
- 8) **ONE PAIR** – Two cards of the same rank.
- 9) **HIGH CARD** – The highest-ranking card in the hand.

moves MORE THAN 2 players away from the blind, they can either post the big blind or wait as many hands as players they skipped after 2 players. In the 8x16 limits or above all blinds must be taken if a player busts out or leaves in the middle of the blinds. A player that busts out can pass the blinds.

Racks – Racks are not allowed on the table during play

Raises – One bet plus three Raises are allowed each betting round. If a player straddles (live raise before cards are dealt out by the player directly in front of the Big Blind) the pot an extra Raise may take place before the flop (one bet plus 4 Raises). A player must either say "Raise" or put the full amount of the Raise into the pot, without going back to their chips, in order to Raise the pot. Check and Raise is allowed.

Short Buy In – One Short Buy In (after initial Buy In) is allowed per game per day. A Short Buy In is considered anything less than the minimum Buy In. Exception – Players may Re-Buy for \$150 in the 15x30 HE game.

Table Stakes – Only chips on the table at the start of a deal shall be in play for that pot, except if a player has requested chips from the floorperson, dealer, or management before the start of the deal and the request is documented by the floorperson, dealer, or management, and these chips are in transit to the table. Cash doesn't play. A player may not remove any of their chips from play until they quit the game, unless the player is using chips to pay for incidental items (food, drinks, etc.). Chips may be transferred from one player to another only if no one at the table objects. \$100 (white) chips and \$20 (grey) chips do not play in all poker games and limits.

No Limit Hold Em \$100 Max/Min Buy In (\$200 max bet) – Betting rules will be the same as in our No Limit Hold Em Tournaments. Max bet and Max raise is \$200. There is no limit on the amount of raises that can take place. The minimum bet throughout all rounds is \$3. No straddle bets next to the big blind (live \$6).

Lucky Derby Casino

Pai Gow Poker

Object Of The Game

The object of Pai Gow Poker is to make two **hands** that are both higher than the two hands made by the player/dealer.

How To Play

1. **Pai Gow** Poker uses a regular deck of 52 **cards** and a Joker, which **can** be used as an Ace or to complete a straight or a flush.
2. **Pai Gow** Poker uses the same ranking as draw poker (royal flush, straight flush, 4 of a kind, etc.).
3. Each player receives 7 **cards** to be split into two hands (two cards in front hand, five cards in back hand). The back hand must always be higher in rank than the front hand.
4. Each player's front hand and back hand will be compared to the player/dealer's hands respectively.
5. **PLAYER WINS IF:** the player's front hand and back hand **rank** higher than the player/dealer's hands respectively.
6. **PLAYER/DEALER WINS IF:** the player's front hand and back hand **rank** lower than the player/dealer's hands respectively.
7. **PUSH:** if one of the hands rank higher and one of the hands **rank** lower than the player/dealer's hands respectively.
8. Note that in the event that the front hand or back hand of a player is identical to that of the player/dealer's hands respectively (this is called a "copy"), the player/dealer receives the higher ranking.
9. **The Player/Dealer Position and the Action Button:** The player/dealer position is at one seat for 2 hands, then is offered in a clockwise position to the next seats. After the casino dealer finishes dealing 7 piles of cards, with 7 cards in each pile, the player/dealer picks one of the piles of **cards** to put the "action" button on. The casino dealer then shakes the dice cup (which **contains** 3 dice numbered from 1 to 6) and gives it to the player/dealer to shake. **The** player/dealer shakes the dice cup and the casino dealer announces "No more bets" and lifts the lid of the dice cup. The **sum** of the numbers of the 3 dice are added up to come up with the action number (example: 3, 4, 5, = 12). The casino dealer then **takes** the "action" pile (designated earlier by the player/dealer) and pushes the cards to the 12th seat (clockwise) from the player/dealer's seat (player/dealer's seat is counted as 1 and 8). The casino dealer then distributes the remaining 6 piles, left to right, in a clockwise manner from the 1st action seat. The payouts also **start** at the 1st action seat.

Pai Gow Poker Rules

1. A player may set only the first hand they look at, regardless of the number of hands on which the player has wagered. The other hand(s) the player has wagered on will be set "House Way" after the player/dealer's hand has been opened.

2. If any card falls on the floor or goes off the table, then that hand will be set "House Way" after the player/dealer's hand ~~has~~ been opened.
3. A misdeal will be declared if
 - a. A Joker or Ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal.
 - c. If there are 8 cards in a hand other than the 1" or 7h hand.
 - d. The action hand is pushed to the wrong place and the player has looked at the hand.
4. The ~~final~~ decision on the player or player/dealer's hand is made by the person who has the most money involved.
5. If a player sets their hand in such a way that the two-card hand ~~rank~~s higher than the five-card hand or if the player puts more or less than two cards in front or more or less than five cards in back, the hand is fouled and the wager is forfeited to the extent that money covers.
6. The player/dealer's hand will not be viewed until all hands have been set. In the case where the player/dealer's hand is opened before all hands are set, the unset hand(s) will be set according to "House Way".
7. The player/dealer's hand is not set until the player/dealer has signified his or her final decision in an obvious manner to the Casino Dealer. If the banker does not give the Casino Dealer an opportunity to show all options and says "go", the decision is final and the Casino Dealer is not responsible. Players and player/dealers **are** ultimately responsible for the final setting of their hands.
8. If a player touches the cards or chips after the bank hand is opened, their bet is conceded. Other players who bet on that spot **still** have action.
9. Chips play. No verbal bets. Players and player/dealers will only get action on chips that are on the table in the betting square when the dice cup is opened.
10. Daisu is not allowed. Any chips used in a **Daisu** manner will be considered part of the **first** bank. The Casino is not responsible for disagreements related to Daisu bets or **Kum** bets.
11. English will be the only language spoken when a hand is in play.
12. House Way Chart is shown on next page.

PAI GOW POKER HOUSE WAY		
HAND	HOW TO PLAY	EXAMPLE
No Pair	Put 2nd & 3rd highest cards in front.	K♥Q♦ A 1 1 0 1 8 1 7 4 2 1
One Pair	Put pair in back, highest two other cards in front.	Q♠J♥ 10♠10♥8♠6♦3♦
Two Pair Big pair is A's, K's, Q's	Put small pair in front	8♠8♥ Q♥Q♦9♦7♦3♦
Big Pairs J's, 10's, 9's	Put both pairs in back if you can put an Ace or Joker in front, otherwise split.	A♦5♠ 10♠10♦6♥6♠3♠ 8♠8♠ 9♠9♠Q♥7♠3♠ K♠9♠
Big Pair is 8's, 7's, 6's	Put both pairs in back if you can put an King or higher in front, otherwise split.	7♠7♠4♥4♦3♠ 4♥4♠ 7♠7♠Q♠9♠3♠
Big Pairs 5's, 4's, 3's	Put both pairs in back if you can put an Queen or higher in front, otherwise split.	Q♠10♦ 5♠5♦2♠2♠8♥ 2♠2♠ 5♠5♦J♠10♦8♥
Three Pair	Put high pair in front.	10♦10♠ 9♠9♠5♠5♥3♠
Three of a kind Aces	Put an Ace and next highest card in front.	A♦Q♠ A♥A♦9♠8♠2♠
Kings & below	Put three of a kind in back, two other highest cards in front.	Q♦9♠ K♥K♠K♠7♠2♦
Two Sets	Put pair from higher set in front.	K♥K♦ 6♥6♠6♠K♠9♦

PAI GOW POKER HOUSE WAY		
HAND	HOW TO PLAY	EXAMPLE
Straight or Flush	Put two highest cards in front that will leave completed hand in back.	6 2 7 4 6♥5♠4♦3♠2♦
one pair	Put highest possible two cards (pair or no pair) in front that will leave completed hand in back. Play according to two pair	Q♦J♥10♠9♠8♠ A♠K♥♥J♦10♠
With three of a kind	Put completed hand in back, pair in front.	9♦9♠ 9♠8♥7♦6♠5♠
Full House	Put highest possible pair in front.	9♠9♥ 5♥5♠5♠9♠4♠ A♠A♥ 4♠4♦4♥A♠6♥
Four of a kind A's, K's, Q's		Q♦Q♠ Q♥Q♠A♠K♦4♥
J's, 10's 9's		K♠J♠ 10♦10♠10♥10♠7♠ 10♥10♠ 10♦10♠8♦3♠2♥
8's 7's, 6's	Play four of a kind in back if you can put at least a Queen up front, otherwise split	Q♦10♠ 7♠7♦7♥7♠2♦ 7♠7♦ 7♥7♠10♠9♠2♠
5's & Below	Never split.	K♠Q♠ 4♠4♦4♥4♠7♦
Five Aces	Put pair of Aces in front	A♠Joker A♥A♠A♦8♦3♠

In the case where a hand falls into both the "Straight or Flush with three of a kind" category and the "Full House" category of the House Way Chart, the "Full House" category will be used. Play four of a kind in back if you can put at least a pair in front, otherwise split.

Play four of a kind in back if you can put at least a King up front, otherwise split.

a single player cannot have repeated deals within the 998) 66 Cal App. 4th 1379, 1408-09. The game will be over at the table does not accept the deal when offered.

Pai Gow Poker Collection Rates

Min Bet = \$10/betting space

Max Bet = \$25/betting space

4 betting spaces/Yellow Collection Box

Player Fee = \$1 Total for any bet inside Yellow Collection Box

Player/Dealer Fee = \$2

Once a player has finished placing their bets they need to stack their bets in the Top Collection Boxes of each column for the Dealer's Convenience

BlackJack Collection Rates

Min Bet = \$5/betting circle

Max Bet = \$40/betting circle

25 betting circles – Once a player has finished placing their bets they need to stack their bets up in the impending square in the same column for the

Dealer's Convenience

Player Fee = No Player Fee

<u>Total Player Wagers</u>	<u>Player/Dealer Fee</u>
\$5 - \$50	\$.50
\$51 - \$300	\$1.50
\$301 - \$1000	\$3

Poker Collection Rates

(All Texas Hold Em and Omaha Games and Limits)

7-9 Handed = \$5

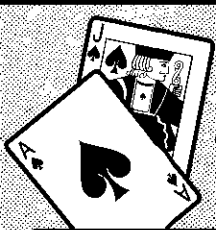
5-6 Handed = \$4

2-4 Handed = \$3

The dealer will collect \$1 before the flop and the remaining portion of the collection will be collected once the flop has occurred

All Omaha Games and Limits have an extra \$1 Jackpot Collection Fee/Hand

April 1st, 2007 – June 30th, 2007
Second Quarter



HAND RANKING CHART

HAND RANKING	COUNT VALUE	EXAMPLES
NATURAL		or
2	21	
3	20	
4	19	
5	18	
6	17	
7	16	

RULES FOR PLAYER DEALER

MUST STAND	MUST HIT
HARD 17 OR MORE	SOFT 17 OR LESS

RULES FOR PLAYER

MUST STAND	MUST HIT OR SURRENDER	HAVE OPTION
20 OR MORE	11 OR LESS	12 - 19

How To Play



2/1 Odds

Double Down

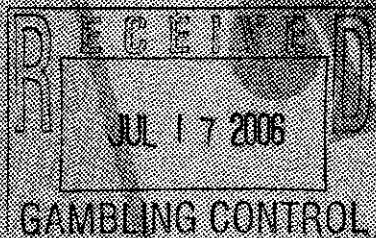
Split

Surrender



CASINO

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OBJECT OF THE GAME

The object of 21st Century Blackjack is to form a hand whose value is greater than that of the player/dealer's hand, without exceeding a "Natural". A "Natural" hand beats all other hands. A "Natural" consists of these two-card hands: (Joker & Joker) or (Joker & Ace). A "Natural" hand pays 2 to 1. The next best hand below a "Natural" is 21.

HOW TO PLAY

1. Each player will receive two cards, face up, on the initial deal.
2. The player/dealer's hand (the hand everybody is playing against) will receive one card face up.
3. Players have the option of drawing additional cards.
4. [REDACTED] The player/dealer **MUST STAND** on "Hard 17 or More" and **MUST HIT** on "Soft 17 or Less".
5. The player/dealer's second card also determines the "Action" spot; this is where the payouts will begin. If the player/dealer's second card is an Ace: the "action" button will fall to the first seat directly to the left of the player/dealer. From that point on the action will go clockwise around the table. If the player/dealer's second card is a 2: the "action" button will fall to the second seat directly to the left of the player/dealer; and so on.
6. After the player/dealer has completed their hand, all the player's hands will be compared to the player/dealer's hand.
7. The player/dealer position is at one seat for 2 hands, then is offered in a clockwise position to the next seats.

GAME RULES

1. **PLAYER WINS IF:** the player's total is a "Natural" or less and the player/dealer's total is more than a "Natural".
2. **PLAYER/DEALER WINS IF:** the player's total is more than a "Natural" and the player/dealer's total is a "Natural" or less.
3. If the player and the player/dealer's total is above a "Natural":
 - a) **PLAYER/DEALER WINS IF:** the player/dealer's total is closer to a "Natural".
 - b) The hand will result in a **PUSH IF:** the player's total is closer to a "Natural".
 - c) **PLAYER/DEALER WINS:** all ties over a "Natural".
4. If the player's total and the player/dealer's total are both below a "Natural", the hand closest to a "Natural" wins.
5. If the player and the player/dealer have the same total equaling a "Natural" or less, the hand will result in a push.
6. If the player/dealer's up card is a Joker, there is no draw.

* Additional house rules may apply.

There must be intervening player/dealer so that a single player cannot have repeated deals within the meaning of *Oliver v. County of Los Angeles* (1998) 66 Cal. App. 4th 1379, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered.

VALUE OF CARDS

1. All cards have their face value.
2. Joker is a "Wild" card. Any card or cards plus a Joker is automatically 21. There is one Joker per deck.
3. Aces are 1 and 11.
4. Face cards have a value of 10.
5. 8 deck shoe/52 card standard deck, plus a joker.

DOUBLE - DOWN SPLIT & SURRENDER

1. Players cannot split, double down, or surrender any hand with a Joker.
2. Players may double down on any two-card hard hand and receive one draw card. [REDACTED]
3. Players splitting:
 - a) Aces will receive one draw card for each ace only. Ace - Joker receives even money after splitting, but still ranks as a natural.
 - b) Any other pair or any two cards of 10-point value (Example: Jack and King) may receive multiple draw cards.
- c) May split up to 3 times.
- d) May double down after splitting.
5. Players can surrender on their first 2 cards, and forfeit half of their wager.
6. No surrender when a Joker is player/dealer's up card.

More info at www.luckyderby.com

DESCRIPTION

CARIBBEAN STUD is played with a standard 52-card deck on a table with eight positions. In front of each Player's position there are two types of betting spots, ANTE and BET. All Players are dealt five cards, which constitutes their playing hand. There is no draw.

Players have an option to increase their wager based on conditions listed below.

Starting with the "Action" position, each Player's hand is exposed and compared to the Designated Player's hand to determine the winner. Traditional Poker rankings apply.

The object of CARIBBEAN STUD is to make the highest possible poker hand.

Should a Player be dealt a PREMIUM HAND, a bonus is paid if the hand is played to completion.

A "Surrender" provision is included for the Players, as explained in # 4 below.

The Designated Player has a "QUALIFIER" for the hand to continue to the Showdown, as described in # 5 and #6 below.

METHOD OF PLAY

- 1 Players must place an ante prior to receiving their cards.
- 2 Starting to the left of the Designated Player, all players are dealt five cards face down, clockwise, in turn, in rotation, including the Designated Player whose last card is dealt face up.
- 3 The Designated Player's last card which is dealt face up determines which position receives the action button.
- 4 The Players must now decide to either forfeit (surrender) their hand and the original ante, or continue playing by making a second bet, which is equal to the original ante.
- 5 When all players' hands are set, they are placed face down on the table. The dealer will announce "No More Bets" and expose the Designated Player's hand. Should it contain a hand of lesser value than ACE – KING, the hand is declared non-qualifying and play stops. Active players are then paid even money for their original ante. Their second bet is returned to them. If the Designated Player's hand qualifies by containing a value of ACE – KING or more, play resumes.
- 6 If play resumes, starting with the "Action" hand, each Player's hand is exposed clockwise, in turn, and compared to the Designated Player's hand. If the Designated Player's hand is of greater value than the Player's hand, both the ante and the bet of the Player(s) are lost to the Designated Player. If the Player's hand is of greater value, the Player receives even money for the original ante and the second bet is paid according to the strength of the hand, as outlined on the next page in the PREMIUM HAND SCHEDULE OF PAY-OFFS.

PREMIUM HAND SCHEDULE

<u>Winning Hand</u>	<u>Pay Offs</u>
Pair of aces or less	1 to 1
Any two pair	3 to 2
Three of a kind	2 to 1
Straight	3 to 1
Flush	4 to 1
Full House	5 to 1
Four of a kind	7 to 1
Straight Flush	7 to 1
Royal Flush	7 to 1

- 7 Each Player at the table has the option to be a Designated Player for one or two hands before that privilege is offered in turn clockwise to the next Player at the table.
- 8 Back Line betting is allowed. Each seat has multiple betting circles (spots) for ANTE and BET.
- 9 If a player receives no action, there will not be a rebate or refund in any form given to the players.
- 10 ANTE and BETS are collected and paid to the extent that the Designated Player covers in this order on every seat; First Ante, then Bet.

CARIBBEAN STUD GENERAL & DEALING RULES

- 1 The Garden City does not participate in the actual play of the game, and has no interest in the outcome of play. No Player ever plays against or makes a wager against The Garden City. All active Players play against the Designated Player.
- 2 Collection fee is taken in advance of the cards being dealt.
- 3 Each table has a spread or fixed limit defining the minimum and maximum amounts that may be wagered in each spot.
- 4 You must bet at least the table minimum. Less than minimum bets will not be tolerated.
- 5 Any amounts over the maximum table limit will receive no action.
- 6 The Designated Player is allowed to cover all of the Players' individual bets, provided each single bet does not exceed the maximum bet limit established by the San Jose Card Room Ordinance.
- 7 All action goes clockwise, starting with the action button.

- 8 All cash must be changed to chips before the action will be accepted. All bets will be paid off with chips.
- 9 The Player who controls the seat is the active Player for that position and the only one allowed to handle the cards.
- 10 Once the Dealer has announced "no more bets", no one may change his initial wager. PENALTY: Possible forfeiture of wager to the extent money covers, exclusion from premises, and subject to prosecution
- 11 The Dealer is not allowed to have any INFLUENCE on the outcome of the Designated Player's hand (cutting cards is an example of INFLUENCE).
- 12 The Dealer is not allowed to pay collection for any Player.
- 13 The Designated Player's hand will not be opened until all hands have been set.
- 14 Only money in the squares plays. Stating "money covers" or other call bet is NOT acceptable.
- 15 If the Designated Player's hand is accidentally exposed before all Players have indicated their second bet decision, their hand will not play. Their bet will be returned, as well as their collection.
- 16 Any active Player is entitled to ask the Dealer the amount of the Designated Player's wager.
- 17 No side bets or proposition bets are allowed.
- 18 Only a Player wagering on a position the previous hand has the option of being the Designated Player there on the next hand (in turn).
- 19 Any attempts to switch, pass, hold out cards, or any other illegal actions will cause a hand to be fouled and the forfeiture of that wager to the extent that money covers. Any Player(s) involved in such actions will be excluded from the premises and may be subject to prosecution.
- 20 Any Player removing a losing bet will be subject to pay the maximum bet amount if the size of the wager cannot be determined. Player may be excluded from the premises and subject to prosecution.
- 21 A Player who removes a winning wager from the betting spot may be paid the minimum bet (to the extent that money covers) if the correct amount of the wager cannot be determined.
- 22 All Players are forbidden to show or discuss their hands with any Player involved in another active hand.
- 23 A Player may see one hand only, regardless of the number of hands on which he has wagered.
- 24 All FOUL hands are considered losing hands.
- 25 A Player has a FOUL hand if he has more or less than five cards at Showdown.
- 26 A boxed or exposed card on the deal will be replaced by the next card after the deal has been completed.

- 27 Only the Designated Player may request a change of deck between the first and second deal. Any active Player may request a deck change during the change of Designated Players.
- 28 When two identical cards are turned up, that hand will be declared a misdeal. All previous hands will stand as played.
- 29 A hand that has been misread by the Dealer will play at true value if it can be retrieved intact.
- 30 "COPY": If a Player's hand is identical to the Designated Player's hand, it is called a "COPY". A "COPY" is considered a push (tie).
- 31 At showdown, all hands must be exposed, even if the money does not cover.

How to play

Joker's Wild Pai Gow Poker

Object Of The Game

The object of Joker's Wild Pai Gow Poker is to make two hands that are both higher than the two hands made by the player/dealer.

How To Play

1. Joker's Wild Pai Gow Poker uses a regular deck of 52 cards and a Joker, with the Joker being fully "wild". The fully "wild" joker may be used as any card.
2. Joker's Wild Pai Gow Poker uses the same ranking as draw poker (royal flush, straight flush, 4 of a kind, etc.).
3. Each player receives 7 cards to be split into two hands (two cards in front hand, five cards in back hand). The back hand must always be higher in rank than the front hand.
4. Each player's front hand and back hand will be compared to the player/dealer's hands respectively.
5. **PLAYER WINS IF:** the player's front hand and back hand rank higher than the player/dealer's hands respectively.
6. **PLAYER/DEALER WINS IF:** the player's front hand and back hand rank lower than the player/dealer's hands respectively.
7. **PUSH:** if one of the hands rank higher and one of the hands rank lower than the player/dealer's hands respectively.
8. Note that in the event that the front hand or back hand of a player is identical to that of the player/dealer's hands respectively (this is called a "copy"), the player/dealer receives the higher ranking.

Joker's Wild Pai Gow Poker Rules

1. The player/dealer position is at one seat for 2 hands, then is offered in a clockwise position to the next seats. After the casino dealer finishes dealing 7 piles of cards, with 7 cards in each pile, the player/dealer picks one of the piles of cards to put the "action" button on. The casino dealer then shakes the dice cup (which contains 3 dice numbered from 1 to 6) and gives it to the player/dealer to shake. The player/dealer shakes the dice cup and the casino dealer announces, "No more bets" and lifts the lid of the dice cup. The sums of the numbers of the 3 dice are added up to come up with the action number (example: 3, 4, 5, = 12). The casino dealer then takes the "action" pile (designated earlier by the player/dealer) and pushes the cards to the 12th seat (clockwise) from the player/dealer's seat (player/dealer's seat is counted as 1 and 8). The casino dealer then distributes the remaining 6 piles, left to right, in a clockwise manner from the 1st action seat. The payouts also start at the 1st action seat.
2. A player may set only the first hand they look at, regardless of the number of hands on which the player has wagered. The other hand(s) the players has wagered on will be set "House Way" after the player/dealer's hand has been opened.
3. If any card falls on the floor or goes off the table, then that hand will be set "House Way" after the player/dealer's hand has been opened.
4. A misdeal will be declared if:
 - a. A Joker or Ace is boxed or exposed.
 - b. Two or more cards are boxed or exposed on the deal
 - c. If there are 8 cards in a hand other than the 1st or 7th hand.
 - d. The action hand is pushed to the wrong place and the player has looked at the hand.

5. The person who has the most money involved makes the final decision on the player or player/dealer's hand.
6. If a player sets their hand in such a way that the two-card hand ranks higher than the five-card hand or if the player puts more or less than two cards in front or more or less than five cards in back, the hand is fouled and the wager is forfeited to the extent that money covers. An example of a non-fouled hand, which contains a Joker, is as follows: If a player has an Ace, Joker, 9, 9, 7, 3, 2 and places the Ace, Joker in front with the pair of 9's in back, the Joker will count as a king and the hand will not be fouled.
7. The player/dealer's hand will not be viewed until all hands have been set. In the case where the player/dealer's hand is opened before all hands are set, the unset hand(s) will be set according to "House Way".
8. The player/dealer's hand is not set until the player/dealer has signified his or her final decision in an obvious manner to the Casino Dealer. If the banker does not give the Casino Dealer an opportunity to show all options and says, "go", the decision is final and the Casino Dealer is not responsible. Players and player/dealers are ultimately responsible for the final setting of their hands.
9. If a player touches the cards or chips after the bank hand is opened, their bet is conceded. Other players who bet on that spot still have action.
10. Chips play. No verbal bets. Players and player/dealers will only get action on chips that are on the table in the betting square when the dice cup is opened.
11. Daisu is not allowed. Any chips used in a Daisu manner will be considered part of the first bank. The Casino is not responsible for disagreements related to Daisu bets or Kum-Kum bets.

English will be the only language spoken when a hand is in play.

NO BUST 21st CENTURY BLACKJACK

4.1

4/23/2006

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Existing issued patents:

1-6,855,051	Dated	February 15, 2005	No Bust 21 Blackjack
2-6,776,416	Dated	August 17, 2004	No Bust Blackjack Type Game
3-6,855,051	Dated	January 9, 2001	No Bust 21 Blackjack
4-7,022,015	Dated	April 4, 2006	No Bust 21 Blackjack

And additional pending patents

21st Century Blackjack Trademark Registration No. 2,485,604

No Bust Blackjack Trademark Registration No. 2,404,922

OBJECT OF THE GAME

The object of the No-Bust 21st Century Blackjack is for the Players and the Player/Dealer to add the numerical value of their cards and:

- Obtain the best possible hand of 21 and a half, or "Natural." (This hand pays 6 to 5.)
- A "Natural" beats all other hands.
- Draw additional cards if needed.

VALUE OF CARDS

A plural standard deck of cards with no Joker is used in the play of the game. The game can be played with a minimum of one (1) and a maximum of eight (8) decks.

- Any two cards consisting of any special bonus ace with any 10 value or face card is also the best hand (Natural). Natural hand beats all other hands.
- An Ace has a value of :

a) 11 and a half on first two cards with all cards with the value of 10's.

b) 1 or 11 with all cards with value of 2-9 .

c) 1 or 11 with three or more cards.

- Two aces have a value of 2 or 12
- All cards from 2-10 have their face value.
- Picture or face cards have a value of 10.

RANKING CHART

Card	Value
Ace	a) 11 and a half on first two cards with all cards with the value of 10's. b) 1 or 11 with all cards with value of 2-9 . c) 1 or 11 with three or more cards.
Two	2
Three	3
Four	4
Five	5
Six	6
Seven	7
Eight	8
Nine	9
Ten	10
Jack	10
Queen	10
King	10

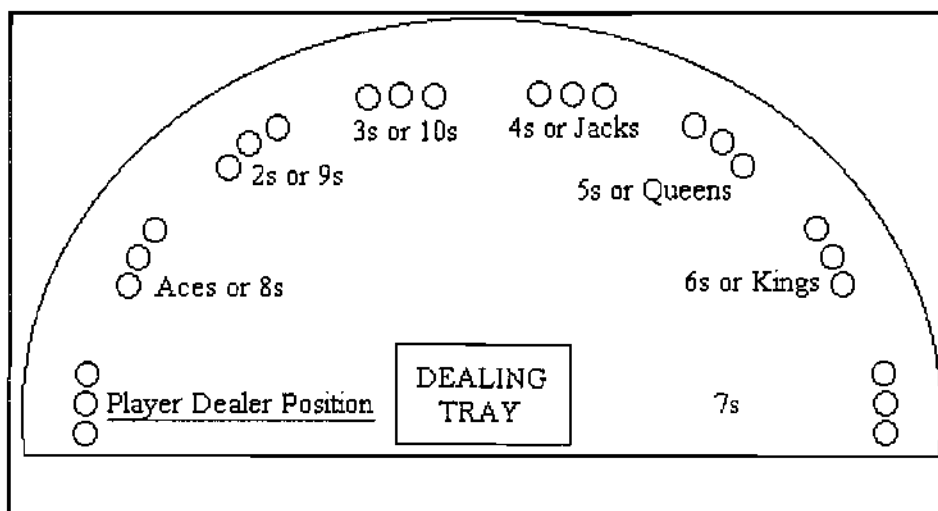
ROUND OF PLAY

1. No-Bust 21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the Dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino Dealer stands opposite of the players, and in the center of the table. The casino Dealer's chip tray is set in front of him/her. The play starts from the left of the dealer and proceeds in a clock-wise fashion.
2. The game utilizes a 52-card deck with special bonus aces. The aces are bonus cards with the value of:
 - a) 11 and a half on first two cards with all cards with the value of 10's.
 - b) 1 or 11 with all cards with value of 2-9.
 - c) 1 or 11 with three or more cards.
3. the game can be played with a minimum of a one deck, totaling 52 cards and to a maximum of eight decks totaling 416 cards.
4. All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the Players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.
5. A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "Player/Dealer" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.
6. Players at a table then place their wagers in designated betting circles. The Players may place a wager at his/her seat along with other unoccupied betting circles. Each Player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".
7. Once the Player/Dealer has posted the amount of money he/she will wager against the other Players, and once the Players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.
8. After the fees have been collected, the Dealer will deal the cards to the Players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino Dealer is the only person on the table to touch the cards. The Players will signal to the Dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino Dealer deals the first card to the Player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each Player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.
9. The casino Dealer will deal a second face up card to the players, again starting at the Player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer will receive a face down card.

10. Players must follow the below listed chart in deciding whether to hit or stand on a particular hand:

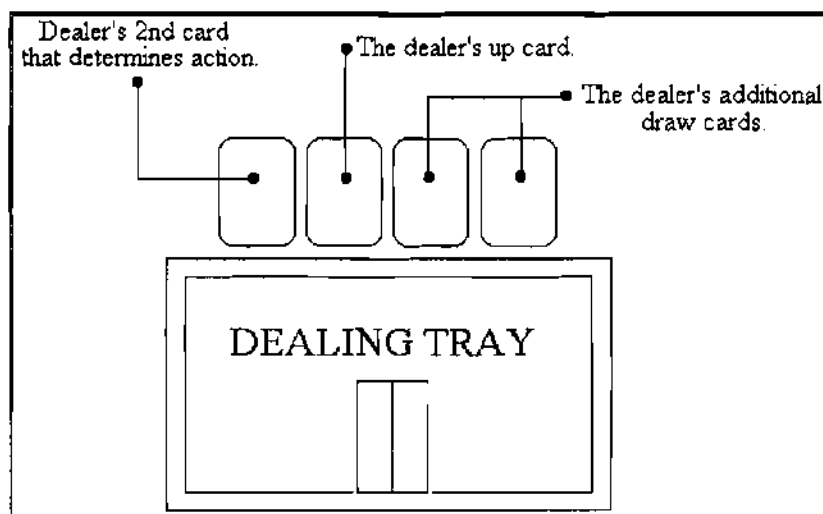
Rules For Player		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Soft & Hard 21 "Naturals"	11 Or Less	12
		13
		14
		15
		16
		17
		18
		19
		20

11. After all Players have made their best hands by indicating to the casino Dealer that they do not wish to have additional cards dealt to them, the house Dealer will turn over the Player/Dealer hole card. This card will determine where the "action button" will be placed.
12. The Action Button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The Action Button is placed based on its numerical value and in comparison to the Players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the Action Button.



13. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
14. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected Players by the casino or the Player/Dealer.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino Dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino Dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules For Player/Dealer		
<i>Must Stand On</i>	<i>Must Hit On</i>	<i>Have Option On</i>
Hard 17 And Above	Soft 17 Or Less	None

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected Players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino Dealer collects all cards from the table and places them in the discard tray. The casino Dealer will also change the Bank Button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "Broken" or stopped, as required by the California Penal Code.

GAME RULES

1. A "Natural" (21 and a half) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural," the hand is a push or tie, and no action is taken on the wager.
2. If a Player's total is less than a "Natural" and the Player/Dealer's total is more than a "Natural" the Player wins the hand.
3. If a Player's total is less than a "Natural" and the Player/Dealer's hand is less than a "Natural" the hand closest to a "Natural" wins.
4. If a Player and the Player/Dealer have the same total and it is less than a "natural," the hand is a push or tie, and no action is taken on the wager.
5. If a Player's and the Player/Dealer's totals are more than a "natural," the following will apply:
 - a. If the Player/Dealer is closer to a "natural," the Player/Dealer wins the hand.
 - b. If the Player is closer to a "natural" the Player loses except when the Player has a 3-card hand with the value of 25 and then they will "PUSH".
6. The Player/Dealer wins all ties or pushes over a "natural."
7. If a player has more than a "natural" and the Player/Dealer has less than a "natural," the Player/Dealer wins. The player would win if they had less than a "natural" and the Player/Dealer had more than a "natural."
8. Two cards 21 and half beat all other hands. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.
9. All collection fees are collected by the casino Dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.
10. Backline betting is allowed; subject to local Ordinance or Code.
11. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

DOUBLE-DOWN, SPLIT, SURRENDER & ODDS

- **DOUBLE-DOWN**

- Players can double-down on the first two-cards only, with the exception of all Natural. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The Player will only receive one card regardless of the total.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

- **SPLIT**

- Players can split any two cards of the same value originally dealt to them. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A Player may draw as many cards as they desire per split card to make the best hand. Players may double-down or surrender after each split.
- Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The Player must place a second wager equal to the wager he/she originally placed prior to the start of the game. Multiple splitting of cards is permitted. Multiple splitting of aces is permitted.
- There is no extra collection fee taken by the casino on any double-down or split executed by a Player, nor is there any extra collection fee charged to the Player/Dealer.

- **SURRENDER**

- Players can surrender at anytime if they do not exceed 20. If they choose to surrender, half of their wager will be forfeited. The Player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the Player's) play for that hand will cease.

- **ODDS**

- Any Natural hand pays 6 to 5

- **INSURANCE**

- When the Dealer has an Ace showing, Players can take insurance by betting 1/2 of their Blackjack wager. If the Player/Dealer has a Blackjack the insurance bet is paid 2 to 1 and the Player's blackjack wager loses if the Player does not have a Blackjack.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

Game option:

- Any Natural hand pays 3 to 2
- Any Natural hand pays 1 to 1

No Bust 21st Century (4.1) BlackJack Collection Rates

Min Bet = \$5/betting circle

Max Bet = \$40/betting circle

25 betting circles – Once a player has finished placing their bets they need to stack their bets up in the impending square in the same column for the

Dealer's Convenience

Player Fee = No Player Fee

<u>Total Player Wagers</u>	<u>Player/Dealer Fee</u>
\$5 - \$50	\$.50
\$50.50 - \$200	\$2
\$201.50 - \$1000	\$3